**CODE:**

#include <iostream>

#include <math.h>

using namespace std;

class c1

{

public:

c1();

~c1();

void input(int\*, int\*);

float process(int\*, int\*);

float process1(int\*, int\*);

void output(float\*,float\*);

private:

};

c1::c1()

{

cout << "\*\*\* START OF PROGRAM \*\*\*\n\n";

};

c1::~c1()

{

cout << "\n\n\*\*\* END OF PROGRAM \*\*\*";

};

void c1::input(int\*l, int\*w)

{

cout << "Enter Length Value = ";

cin >> \*l;

cout << "Enter Width Value = ";

cin >> \*w;

};

float c1::process(int\*l, int\*w)

{

cout << "\n Find Area/Perimeter of Rectangle ......\n";

float a = 0.0;

a = \*l \* \*w;

return a ;

};

float c1::process1(int\*l, int\*w)

{

float p = 0.0;

p = \*l + \*w + \*l + \*w;

return p;

};

void c1::output(float\*a,float\*p)

{

cout << "\n AREA = " << \*a;

cout << "\n PERIMETER = " << \*p;

}

int main()

{

c1 o1;

int l = 0;

int w = 0;

float a = 0;

float p = 0;

o1.input(&l, &w);

a = o1.process(&l, &w);

p = o1.process1(&l, &w);

o1.output(&a,&p);

};

**PRINT:**

\*\*\* START OF PROGRAM \*\*\*  
  
Enter Length Value = 12  
Enter Width Value = 2

Find Area/Perimeter of Rectangle ......  
  
 AREA = 24  
 PERIMETER =28

\*\*\* END OF PROGRAM \*\*\*